

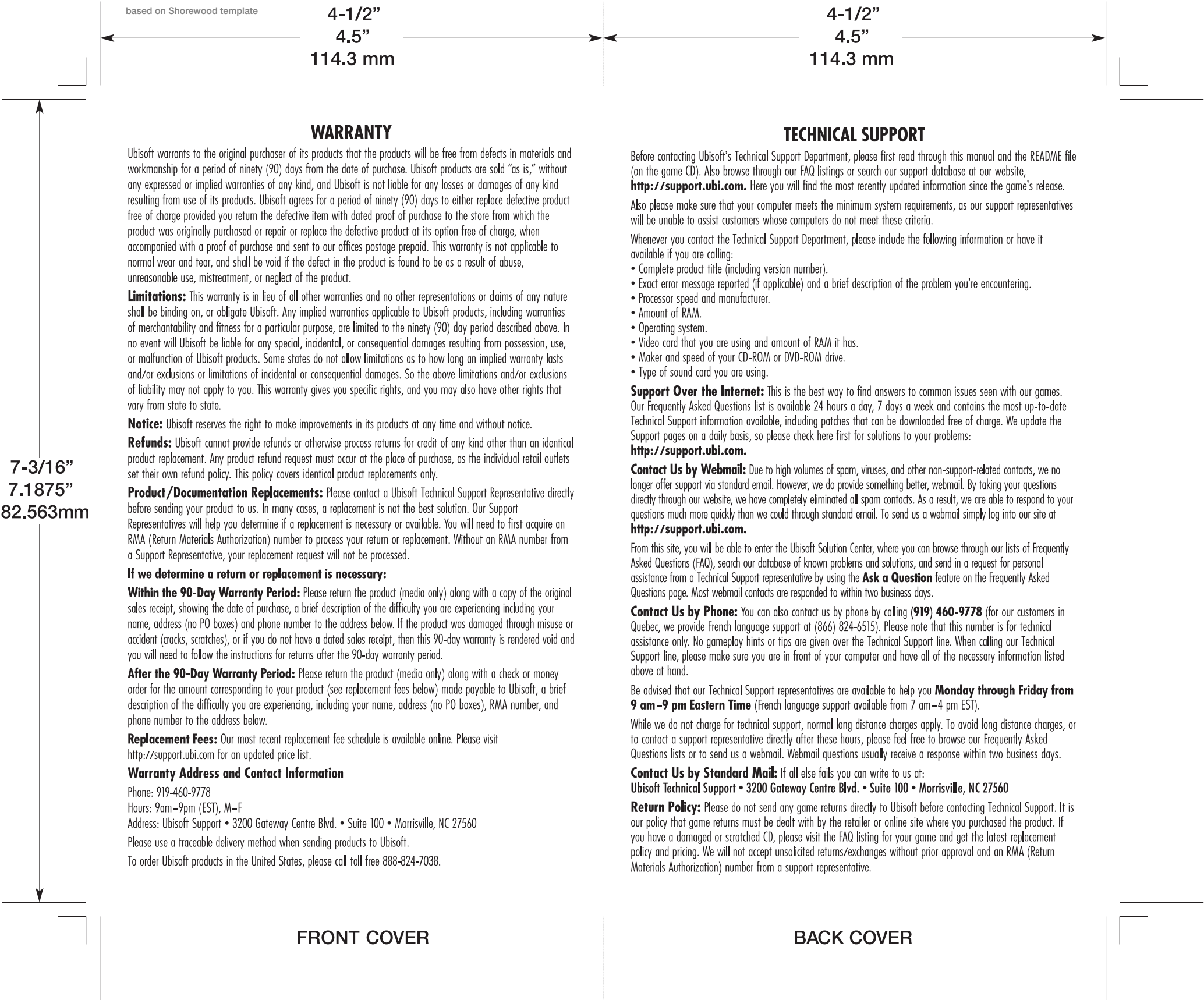
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RTO
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Project Management
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Replacement Fees: Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

Warranty Address and Contact Information

Phone: 919-460-9778
Hours: 9am–9pm (EST), M–F
Address: Ubisoft Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560
Please use a traceable delivery method when sending products to Ubisoft.
To order Ubisoft products in the United States, please call toll free 888-824-7038.

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Before contacting Ubisoft’s Technical Support Department, please first read through this manual and the README file (on the game CD). Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game’s release.

Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title (including version number).
- Exact error message reported (if applicable) and a brief description of the problem you’re encountering.
- Processor speed and manufacturer.
- Amount of RAM.
- Operating system.
- Video card that you are using and amount of RAM it has.
- Maker and speed of your CD-ROM or DVD-ROM drive.
- Type of sound card you are using.

Support Over the Internet: This is the best way to find answers to common issues seen with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:
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Contact Us by Webmail: Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail simply log into our site at <http://support.ubi.com>.

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Contact Us by Phone: You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec, we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

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Getting Started

System Requirements

Supported OS: Windows® 98/ME/2000/XP (only)

Processor: 1 GHz Pentium® III or AMD Athlon™ (1.4 GHz Pentium IV or AMD Athlon recommended)

RAM: 128 MB (Win 98/ME) and 256 MB (Win 2000/XP) (256 MB recommended)

Video Card: 64 MB DirectX® 9-compliant 3D graphics card (see supported list*)

Sound Card: Windows-compatible sound card

DirectX Version: DirectX 9 (included on disc)

CD-ROM: 4x

Hard Drive Space: 1.5 GB

*Supported Video Cards at Time of Release

ATI® RADEON® 8500/9000/X families

NVIDIA® GeForce™ 3/4/FX/6/7 families (GeForce 4 MX NOT supported)

Laptop versions of these chipsets may work but are not supported.

Additional chipsets may work but are not supported. For an up-to-date list of tested chipsets, video cards, and operating systems, please visit the FAQ for this game on our support website at: <http://supportubi.com>.

NOTICE: This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

Installing Champion Dreams: First to Ride™

1. Insert the CD-ROM into the drive
2. When the window appears, click on Install then follow the instructions on screen
3. If you do not have DirectX 9 on your system you will be asked if you want to install it.

We recommend that you install it to give optimum game performance. Your computer will automatically restart.

Uninstalling Champion Dreams: First to Ride

1. Click on the Start menu.
2. Click on All Programs.
3. Click on Ubisoft.
4. Click on Lexis Numerique.
5. Click on Champion Dreams and highlight the uninstall option.

Running the Game

1. Insert the CD-ROM into the drive.
2. When the window appears, click on Start. You can also run the game by clicking on Start/Programs/Ubisoft/Lexis Numérique/Champion_Dreams

Miscellaneous

Registration: Click to register your software with Ubisoft.

Read me: View the Read Me file (it is always a good idea to read this before playing the game).



Introduction

Congratulations! You have been selected to join the prestigious Sycamores Equestrian Academy in Scotland! You will experience a thrilling adventure together with students who are just as passionate about horse riding as you are.

During the game you will have the chance to take part in trials and prestigious competitions. In order to do this you must show that you have perfect control of your horse and a thorough general knowledge of the horse world.

Surrounded by other pupils who will be both your friends and competitors you will have the privilege of being taught by talented teachers. Between lessons, in your free time and at competitions, you will soon realize that being a champion is not an easy life.

The competition promises to be more thrilling than ever at this riding academy.

Object of the Game

At the Riding Academy you will experience the daily life of a student at an equestrian school. Every day of the week will be governed by four activities that you can choose. But be careful! At the end of the week you will be assessed and you will only be allowed to take part in the competitions in Scotland, Morocco, and the United States if your teachers feel that you are performing adequately. If not, you will have to take a remedial week.

Your life in the school will not be restricted to lessons. Your relationships with other students could hold a few surprises for you.

In *Champion Dreams: First to Ride* you can develop a real relationship with your horse. Take good care of it and it will become closer to you, have more self-confidence, and allow you to improve your competition performance.

Main Menu

New Game

To start a new game or to create a new player profile. Enter your player name, select your preferred horse, and give it a name. Click on the arrow to the lower right to start the game.

Load a Game

To restart a game that you have already started. Use the arrows to search for your game in the list, then click on the arrow to the lower right to run.

Training

To train on the courses that you have created during the adventure. You will also be able to select your dress and horse (but only from those that you have won during the adventure). In Training mode you can take the horse trials several times.

Options

In addition to graphic and sound options, you can set the level of difficulty of the game and personalize the keys for commands during the game.

Easy level: You will have more time.

Difficult level: You will have less time.



Default Key Settings

These can also be changed from the Options menu.

- Jump:Space Bar
Dressage figure “present”:S
Dressage figure “collected walk”:R
Dressage figure “passage”:P
Dressage figure “pirouette”:T
Dressage figure “flying change of leg”:C
Dressage figure “half pass at gallop”:A
Dressage figure “shoulder in”:E
Validate a check point:Ctrl right

List:

- Photo mode:I
Take a photo:Ctrl left

Exit

Click here if you want to quit the game.

Calendar

The calendar is at the heart of the day. You are free to arrange your weeks just as you please, but you must choose four activities. Place your selections on the calendar, which will be displayed whenever a new day starts.

Be careful! You must take these choices seriously, as you will be assessed at the end of each week. On the basis of this assessment, you may or may not be authorized to take part in equestrian competitions in Scotland, Morocco, or the United States.

Activity Categories

Training

You can train for cross-country, jump, or dressage trials.

Personal Free Time

Library

You must visit the library if you want to learn dressage figures or understand how to meet your horse’s needs. Books will also help you to solve some of the riddles of the adventure.

Tip: Take notes, or you will soon forget what you have read.

Bedroom

This is where you can rest and get changed. You can also access Bootik on your computer and use the tokens that you have won to buy new things. Some items will allow you to improve your popularity. You can find the items you have bought in the Bootik by activating the chest.

In your bedroom you can also read postcards that your friend Julie has sent and flick through your photo album by activating the camera.

Student Center

This is where you can get to know the other students in your group. You will quickly discover that you cannot spend time at an equestrian academy and keep yourself to yourself. Don’t overlook your popularity and relationships with Ginger, Esteban, Kiew, and Spike.



Free Time With Your Horse

Walking

Away from all the stress you can make the most of being with your horse and develop affection for it. You can also take photos to send to your brother or to put in your personal album.

Overall Care

You are completely responsible for your horse's well-being. You can brush your horse, wash it, clean out its shoes, and wash the box. If you take good care of it, its confidence and your popularity will go right up.

Dialogue

In this activity, you will learn to communicate with your horse and understand its needs. But be careful. You cannot figure out everything by yourself. You will need to visit the library if you want to get to know your horse better.

Characteristics

Your horse will develop alongside you and become more and more confident and competitive. The characteristics will allow you to follow its development. You can also check which dressage figures you've mastered and which you have not yet learned.

Marks

The average of the marks that you have achieved at the various trials. Your popularity will increase each time you look after your horse, when you buy clothes at Bootik, and when you chat with the other students in the student center.

Note: You must train at least twice a week for each discipline of the full competition or you will score 0 in the assessment for each course that you miss.

Game Commands

On Foot

Use the arrow keys to move around:

Move forward: Up arrow.

Turn right: Right arrow.

Turn left: Left arrow.

Run: Up arrow (rapidly double-click).

On Horseback

Use the arrow keys to move around on horseback:

Gait: Press the Up arrow repeatedly to change your horse's gait from a walk to a trot then to different galloping speeds.

Slow down: Press the Down arrow repeatedly to slow the horse's pace until it stops.

Turn the horse: Right and Left arrows.

Jump: Space Bar. (Note: The horse will refuse a jump if asked to jump too late or if the jump is not possible. A mark on the ground in front of the obstacles shows you when it is possible to jump.)

During the Adventure



Open a door or use the stairs: Space Bar.



Take an object: Space Bar.



Access a menu (Bootik, wardrobe, photo album, etc.):
Space Bar.



List: To open a list, press the I key. Once your list is open, click on an object to select it then click on Observe or Use.



Characters: When you approach other characters a bubble appears and you can talk to them. If it contains three dots, this means that the character has something to say; if a cross appears this means that they have finished speaking.

Photo mode: During your adventure you can take photos of the countryside, your friends, and more. To activate the camera, press the Ctrl key to the left of your keyboard and press the Space Bar to take photos. You can then find your photo album back in your bedroom. Move towards the camera and activate the album by pressing the Space Bar.

Equestrian Competition Trials

Dressage

The aim is to correctly follow the course in the requested figure. Each section is marked out of 10, and the more the track and the figure are adhered to, the higher the mark. On completion of the course an overall mark is awarded as a percentage. The winner is the rider who has best adhered to and performed the required figures.

Note: You must always keep control of your horse. To do this, checkpoints will regularly appear. As you pass these points you must use the Ctrl key to the right of your horse will lose some of its confidence.

Commands

Stop the horse still and present:Stop the horse and press S.

Extended walk:Go into walk and press L.

Extended trot:Go into trot and press L.

Extended gallop:Go into gallop and press L.

Collected walk:Go into walk and press R.

Collected trot:Go into trot and press R.

Collected gallop:Go into gallop and press R.

Passage:Go into walk and press P.

Pirouette at a walk:Go into walk and press T.

Pirouette:Go into trot, working canter, or gallop and press T.

Flying change of leg:Go into trot, working canter, or gallop and press C.

Half pass at gallop:Go into gallop and press A.

Shoulder in:Go into trot, working canter, or gallop and press E.

Validate a checkpoint:Press the right Ctrl key as you pass these points.

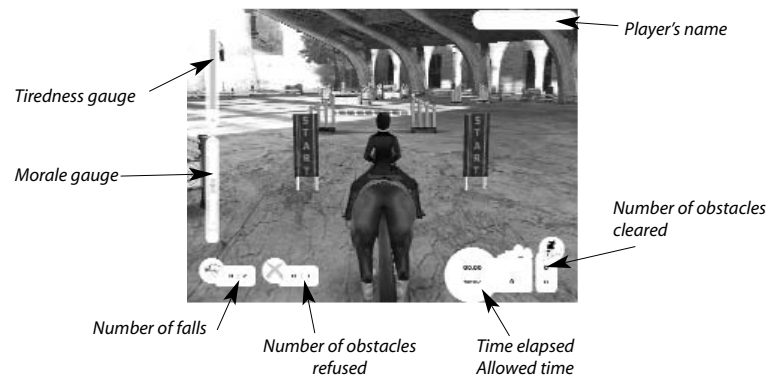
Note: These keys can be set up in the Options menu.

To leave a course, press the Esc key.





Jump Course



Tiredness Gauge

A gauge at top left indicates your horse's physical condition. When the gauge falls too low, this means that your horse is tired. It automatically stops when the gauge is at the minimum setting.

Morale Gauge

This gauge at lower left shows your horse's morale. This gauge is useful for successfully completing jumps (see below).

The winner is the rider who incurs the fewest faults and penalties. Time can be taken into account to separate riders with the same number of faults. To exit a course, press the Esc key.

Note: You do not have a lot of time so anticipate the obstacles.

Tip: Slow down before a jump and you will record fewer faults.

To successfully complete your jumps you must jump at the right moment. The more often you jump when your horse's morale is high (the Morale gauge is in the Heart section), the more often you will complete your jump successfully.

However, do not try to jump only on the basis of this gauge. Concentrate mainly on the course and use this gauge to make up for poor anticipation. Before a competition it is important to take care of your horse to give yourself the best chance. Even if you jump in the success zone, if your Morale gauge cursor is outside the confidence zone you will dislodge a pole.

Trial and Jump Regulations*

Penalties:

- Obstacle knocked over during a jump: 4 faults.
- First disobedience: 4 faults.
- Second disobedience: 6 faults.
- Fall of horse or rider: 8 faults.
- Exceeding the allotted time (by second commenced): 1/3 fault.

The penalty given for a fall is added to the penalties incurred for all faults committed at the same time.

Elimination:

- Not crossing the start line within 60 seconds of the signal (start bell).
- Third disobedience.
- Crossing obstacles before the start.
- Not crossing the start line before jumping the first obstacle.
- Jumping obstacles in the wrong order.
- Exceeding the time limit (double the allotted time).
- Jumping an obstacle in the wrong direction.
- Second fall.

* These rules apply to this game but are not the official regulations.



Cross-Country Trial

The winner is the rider who incurs the fewest penalties. The blue banners indicate the start and finish lines. The chevron panels show the course direction.

*Cross-Country Trial Regulations**

Penalties:

- Penalties awarded as faults for time in excess of the allotted time: 0.5 faults per second.

Penalties at obstacles in faults:

- First disobedience: 20
- Second disobedience at the same obstacle: 40
- Fall of horse or rider: 60

Elimination:

- Jumping obstacles in the wrong order.
- Third disobedience at the same obstacle.
- Five disobediences on the whole course.



- Jumping an obstacle in the wrong direction.
- Jumping an obstacle that has already been jumped.
- Fall at obstacles.
- Crossing obstacles before the start.
- Retaking an obstacle already crossed.

* These rules apply to this game but are not the official regulations.

Dialogue With Your Horse

This new mode will allow you to get to know your horse better and to learn to respond more specifically to its needs. Developing a harmonious relationship and a partnership with your horse is vital if you want to succeed together.

Take time to observe your horse's needs, as observation will help you to better understand the messages that your horse is sending to you. On the basis of your horse's attitude you can select from four different basic needs:

Food: Is your horse hungry or thirsty?

Care: Something is bothering your horse, but what is it trying to tell you?

Emotions: Just like humans, your horse expresses emotions, and it is up to you to give it what it wants.

Activities: Go out, play...your horse also needs to keep busy.

It is up to you to figure out what your horse needs.



Operating the Dialogue Mode

Use the Space Bar to meet your horse's needs and make the four response categories appear. Left-click on a category to see the various options in the selected category. Each icon corresponds to an action described at the top of the screen.

To go back, right-click in the center of the circle.

Choose what you think is the best response and if you have correctly understood what your horse wants, an animation will appear that will allow you to see the effect of your response to your horse's need.

If you have not understood correctly, you will hear a sound to indicate the error.

To learn the relationship between requests and actions you need to go to the library and study books. Do not ignore this stage, as the partnership with your horse is vital.

Note: Horses' attitudes in the Dialogue mode do not correspond to real life. To make the Dialogue mode as enjoyable as possible we have made choices that do not apply to real life. You are advised against acting on the basis of information provided in the Dialogue mode without first taking advice from a qualified and competent professional.



Upkeep of the Horses

Note: None of the mini upkeep games correspond to real life. To make the upkeep of your horse as enjoyable as possible we have made choices that do not apply to real life.



Brushing

To brush your horse, click and hold down the mouse button, move the mouse, release the mouse button, and repeat. If dust falls from the brush, the brushing is effective. The horse is groomed when brushing is finished, shown by the gauge being at maximum.



Washing

You can wash your horse's legs every day. Be careful not to spray the horse's head as this can make it ill.



Mucking Out

You can clean out your horse's shoes.



Letting out in the Paddock

Letting your horse out into the paddock allows it to rest. To return it to the box, press the Space Bar.



Box

Use the fork to remove the dirty straw and muck then put down some fresh straw.

Tip: Train your horse to give it experience as quickly as possible.

Register this game now and stay in the know!

It's simple: Go to www.ubireg.com and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on www.ubi.com!

Thanks,
The Ubisoft Team

Champion Dreams: First to Ride™
Proof of Purchase



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Notes